

Chapter 6: Encounters

Encounters

Encounters

Every time you play Future Shadows, you will likely encounter people other than party members. Some encounters will be with friendly NPCs and occasionally with hostile ones.

Sometimes this will be completely at random, and at others it will be with someone really important that you need to impress for the sake of your mission.

If the other party of this encounter is initially hostile or friendly, the party can have up to a 20% penalty or bonus to the Charisma Check.

For example: Shadow sticks out his foot to trip Gunna Fubar. Gunna fails his Awareness check, trips, fails his Agility check, and crashes into a very strong and violent Munkarian. Gunna prefers this not to break out into a fight, because they are waiting for their contact for the big pay off. He quickly tries to be apologetic, by pulling the Munkarian up, and offering a drink on him. He reaches down to help the fellow up, and rolls his Bump Reaction check. Gunna has a Charisma score of 55, and he rolls a 95. This is a failed roll by 40%, the GM turns the situation into a hostile encounter.

Time

The time during combat is denoted in turns. During each turn, each character has the time to perform each of their attacks or actions. A turn is divided into 100 units called times of action.

These will be described a little later. It is important to note that a single turn is not a fixed block of time, and can be very short or a little longer than 1 minute.

Combat

Sooner or later the party will find its' goals in juxtaposition with another party's. When the party finds itself in a diplomatically unsolvable situation they often choose to resolve the situation in a violent and final way to illustrate their point permanently and in good measure. The following rules have been designed to resolve such disputes quickly and precisely.

At such time that this occurs the Game Master should inform the party on the schematics on the battle ground so that they might develop a plan and understand their fighting area and how to work it to their advantage. This can be achieved by sketched

illustrations on paper or symbolic things like erasers and pencils and books, or with various metal and plastic figurines. Things of importance on this representation are the distance of combatants, objects of cover, and the direction the players and antagonists are facing. This depends heavily on the location of surrounding walls, rocks, shrubs, trees, destroyed vehicles, and buildings. These objects also often affect the attacks of the combatants you can't shoot through or walk through solid objects effectively. The time of day should also be noted for the characters to choose their proper sensory detection, if any.

Combat Sequence

- | | |
|----|-----------------|
| 1) | Surprise |
| 2) | Initiative |
| 3) | Times of Action |
| 4) | Action |
| 5) | Morale Checks |
| 6) | Repeat 3-5 |

Surprise

The GM may declare one party has surprise upon one another. Meaning that one party has discovered the presence of the other parties before they themselves were detected. This can occur when one party is searching, or when one party is found asleep, or otherwise busy. This is completely a role-playing occurrence, and as such can be used by the GM whenever it serves the purpose.

The difference between surprise and initiative is that all members of the party that are awarded, get of their full number of attacks before the opposition can react. Again this can be at the GM's discretion or the result of a attribute check such as Awareness or even a skill check, but still usually dependant upon a role-playing scenario. Awarding surprise to either the party or their combatants can have major affects on the outcome of a battle, and should be used against the players sparingly.

Initiative

If neither side has achieved surprise, then the advantage is awarded to the combatant with the highest IN, after it has been modified by the factors on the following chart. This modifier is only for weapons and not melee. Once a weapon has been draw, the modifier no longer hinders the individual. The highest IN always goes first regardless of how many combatants there are.

Initiative Modifier Delays for Drawing Weapons

Draw	Modifier
Concealed Holster	-10
Gunslinger Holster	+0
Tucked Front	-8
Tucked Back	-10
Pocket	-12
Slung under Jacket	-7
Slung	-5
Readied	+0

Times of Action

Figuring out who gets to react first is pretty easy. Each combatant has two speed factors for combat. The first is initiative, and the second if attacks. While Initiative determined who reacted first, attacks determine how many actions can be performed after this first action. This system of how these two factors work together is called the Time of Action.

Within a combat turn, there is 100 times of action. They begin by counting down from 100 to 0. A character first reacts in combat when his Initiative score has been reached. He then subsequently acts on each of his or her times of action. We calculate those additional actions by dividing their IN score by their number of attacks. You count down by this number for each of the characters remaining attacks. For example a character with a IN of 60 and A of 3, would go at 60 then 40 and then 20.

Now that was on character. When we have many combatants we need to mix these sequences together at the appropriate times of action. If two characters are supposed to go at the same time, let them roll highest for it. Each character should verify their TOA before the start of the game, especially if they have raised their Attacks or Initiative previously. It is often a good idea for the party or GM to prepare a list of the party's compiled TOA sequences prior to the adventure. One turn is completed when all the combatants have cycled through their allotted attacks.

For example: a person with a IN 70 and AT 2, would have their times of action at 70 and 35, and a person with IN 80 and AT 4, would have their times of action at 80,60,40,20. See following example. They then face off against two creatures that have their own TOA scores.

Times of Action Example

Name	IN	AT	TOA
Character 1	80	4	80,60,40,20
Character 2	70	2	70,35
Enemy 1	50	2	50,25
Enemy 2	40	2	40,20

Times of Action Example Sequencing

Order	Name	TOA	Roll
1	Character 1	80	
2	Character 2	70	
3	Character 1	60	
4	Enemy 1	50	
5	Character 1	40	8
6	Enemy 2	40	5
7	Character 2	35	
8	Enemy 1	25	
9	Enemy 2	20	6
10	Character 1	20	3

Final Blow Rule: Any central plot-line combatant that lost an action due death may have a final action at TOA 0, regardless of unused attacks, as a last breath, act of desperation.

Action

This is the part of the combat turn where each combatant determines what action they will perform during their turn. This is decided when their TOA has been reached or possibly something that the determined during their previous action.

Critical Successes: Any roll that is 03 or less is a critical success. The GM can award any bonus to either a character or NPC that they desire, and is within good taste and fair play. If this is a to strike roll in any form of combat, the minimum this should indicate is double any normally rolled damage. If the critical success is a 01, then this should be a minimum of triple. If the target could be feasibly killed in a single shot by the weapon in question, then they may use their own good judgment

to allow instant death kills. Many times though this is impractical, such as when the target is heavily armored, protected by numerous defensive systems, such as force fields, power armor, etc. Always a GM discretion for anything more than triple damage, and characters should not expect more.

Critical Failures: Any roll that is 98 or more is a critical failure. The GM can award any penalty to either a character or NPC that they desire, and is within good taste and fair play. If this is a to strike roll in any form of combat, the minimum this should indicate is a jammed or dropped weapon. If the critical failure is a 01, then this should indicate weapon breakage.

Morale

Whenever a character enters battle, morale comes into question. All combatants must make a morale check after each run down

to TOA 0. This skill test is made against their Coolness, taking into account any modifiers, they have gained during the battle.

Actions

When it comes the characters turn to act, they can do a number of different things. They can perform a simple action, perform an attribute check, perform a skill check, retreat, take cover, or attack. Sometimes when they have defended on the previous turn, or started a feat that will take them more than one action, they are unable to act on their turn.

Simple Actions: The combatant performs an action, such as reloading or un-jamming a weapon, activating a door pad, or any other activity that the GM determines as a action that requires time to perform during a combat.

Attribute Tests: The character can perform most attribute checks or the related standard tests, during a single combat action.

Skill Tests: The character can perform most attribute checks or the related standard tests, during combat. It may take them numerous combat actions. At the GMs discretion, any character that is struck or damaged, may be penalized for completing the skill test or have to start over again from scratch. The GM may also require that it take a certain number of actions, each with a success, to perform the test.

Retreat: The combatant may retreat from combat with the enemy. A standard retreat from the enemy, during which the combatant runs at full speed from the enemy, and anyone shooting at the combatant, hits at +10 to hit. A character may also cautiously retreat from the enemy, at one third speed, running from cover to cover, and causing anyone shooting at the combatant to hit at -10. The combatant immediately takes cover. The GM must decide whether there is suitable cover. If there is not the combatant may choose another action during this same turn.

Take Cover: The combatant immediately takes cover. The GM must decide whether there is suitable cover. If there is none, the combatant may choose another action during this same turn. Typically someone that is under or behind cover cannot be attacked, however cover may be destroyed by enemy fire. If the cover is more obscuring than defensive, the GM may simply give a small penalty to hit. For example tall grass would provide no defensive bonus, but would partially obscure the shot.

Attack: The character often will elect to attack at the time of their actions in combat. If they are separated at range from their target, they will have to perform a ranged combat attack. They may also elect to advance on the target, to use either hand weapons, or with their melee skills. The GM can state that it will take a certain number of actions to get close enough to directly attack their target. This should be based on the characters movement.

Engage: The combatant decides to advance upon the enemy, typically to engage in melee, or hand weapon combat, but it may be simply to close the range of a ranged weapon, so that they may hit better. A standard advance charge at the enemy, during which the combatant runs at full speed towards the enemy, and anyone shooting at the combatant, hits at +10 to hit. A character may also cautiously advance upon the enemy, at one third speed, running from cover to cover, and causing anyone shooting at the combatant to hit at +10. The combatant immediately takes cover. The GM must decide whether there is suitable cover. If there is not the combatant may choose another action during this same turn.

Ranged Combat Options

When the combatants are beyond striking distance of their hands, legs, and weapons, they are considered at ranged combat distance. During this time they have the following options for their actions or attacks.

Description	Hit Bonus	Dmg. Mod.
Target Shot: The combatant has as much time as necessary to aim the shot, use targeting accessories, and ensure they are on target. The character makes double rolls in one action. The first determines if the shot hits, and the second determines how well.	+35% plus accessories	normal
Throw Weapon: The character throws a weapon at a target. They shot is made against RS in accordance to range to target modifiers.	normal	normal
Aimed Single Shot: The combatant while in combat aims a shot an extra action to ensure they are on target and typically behind cover. The character rolls the shot twice after spending one action lining up the shot. The first puts the shot on target, and the second designates they hit a basic body location that they designate. If the second shot misses the target is hit in a random location. An extra turn and attack roll can be made to pinpoint an advanced body location.	+25% plus accessories	normal
Single Shot: The combatant immediately fires a single shot at a target.	normal	normal
Quick Fire: The combatant immediately fires a single shot at a target. For each level the of the Quick Fire skill the character can fire a semi-automatic trigger an extra time. For each shot the character rolls another RS check. The character must stop firing when they first miss.	-10%	normal
Aimed Short Burst: The combatant fires a short burst in exactly the same fashion as an aimed single shot.	+20% plus accessories	2 X
Short Burst: The combatant immediately fires a short burst at a target.	+5%	2 X
Long Burst: The combatant immediately fires a long burst at a target.	+10%	3 X
Full Auto: The combatant immediately fires at the maximum rate of fire for the weapon.	+20%	4 X
Walking Fire: The combatant immediately fires a long burst or full auto wildly at a single target or group of targets. Each target in the enemy group gets an equal amount of shots at them. A minimum group of three shots must be allocated to each target. A single roll is made for each target in the group.	normal	2 X
Suppressing Fire: The combatant immediately fires a long burst or full auto wildly towards the enemy. Even if no target was hit, the intended target is forced to check for morale at -20 or dive for cover. It also affects end of round morale checks by -10.	- 20%	1 X

Aimed Single Shot

The combatant takes his first, of the required two attacks, to aim at the target, receiving the following bonuses; +20 to hit, doing normal damage, and resolves the attack on the "aimed attack to hit" chart. Please note that nothing can be done during the first attack, and then the shot is resolved in the second. If the combatant desires to hit the enemy in certain location, i.e. head shots, or a maiming shot to the leg, this is done by rolling, a

second test of the skill. If both rolls are successful, then the specified shot was made, otherwise roll a random location. The skill test is made against the combatants Gunnery Skill modified by the conditions of the shot. If the target becomes obscured before the second shot, or if the shooter is distracted by attack, they lose all bonuses.

Single Shot

The combatant immediately fires a single shot at the target, or throws a weapon at the target, receiving the following bonuses; no bonuses to hit, normal damage, and resolves the hit on the "to

hit" chart. The skill test is made against the combatants Gunnery Skill modified by the conditions of the shot, or Thrown Skill if throwing a weapon.

Throw Weapon

The combatant throws a weapon at the target, receiving the following bonuses; no bonuses to hit, normal damage, and resolves the hit on the "to hit" chart. The skill test is made

against the combatants Thrown Skill modified by the conditions of the throw.

Aimed Short Burst

The combatant takes his first, of the required two attacks, to aim at the target, receiving the following bonuses; +25 to hit, doing double damage, and resolves the attack on the "aimed attack to hit" chart. Please note that nothing can be done during the first attack, and then the shot is resolved in the second. If the combatant desires to hit the enemy in certain location, i.e. head shots, or a maiming shot to the leg, this is done by rolling, a

second test of the skill. If both rolls are successful, then the specified shot was made, otherwise roll a random location. The skill test is made against the combatants Gunnery Skill modified by the conditions of the shot. If the target becomes obscured before the second shot, or if the shooter is distracted by attack, they lose all bonuses.

Short Burst

The combatant immediately fires a short burst at the target, receiving the following bonuses; +5 to hit, double damage, and resolves the hit on the "to hit" chart. The skill test is made

against the combatants Gunnery Skill modified by the conditions of the shot.

Long Burst

The combatant immediately fires a long burst at the target, receiving the following bonuses; +10 to hit, triple damage, and resolves the hit on the "to hit" chart. Long Bursts have a -10

modifier on morale on the enemy target. The skill test is made against the combatants Gunnery Skill modified by the conditions of the shot.

Full Auto

The combatant immediately fires a full auto burst at the target, receiving the following bonuses; +20 to hit, quadruple damage, and resolves the hit on the "to hit" chart. Full Auto Bursts have a

-20 modifier on morale on the enemy target. The skill test is made against the combatants Gunnery Skill modified by the conditions of the shot.

Suppressing Fire

The combatant immediately fires a long burst or full auto wildly at a single target or group of targets, receiving the following bonuses; -20 to hit, normal damage, and resolves the hit on the "to hit" chart. If firing at more than one target, the targets must be close together, at the GM's discretion, and a hit roll is made for each target. Suppressing fire has a -20 modifier on morale on

the enemy group. This attack is meant to keep the enemy under cover, and they must make a successful Coolness, or immediately dive for cover. Anyone failing this test will remain huddled under cover until there they pass another such test. The skill test is made against the combatants Gunnery Skill modified by the conditions of the shot.

Attack Modifiers

Attacking from range may be affected by the difficulty of the shot. In much the same way that a GM assigns difficulties to

skill tests, they will often do so with ranged attacks. The following chart provides some common examples of difficulty.

To Hit Modifiers

Target Size	Modifier	Description
Target is Minute	-80	Apples, Bulls Eyes
Target is Small	-30	Half Human Size, Equipment, Backpacks
Target is Average	0	Full Size Humanoid
Target is Large	+30	Zitsu-Kar, Vehicles
Target is Huge	+80	Buildings, Starcraft
Range	Modifier	Description
Point Blank	0	
Short	-10	
Medium	-20	
Long	-40	
Extreme	-80	
Ludicrous Range	-120	

Melee & Weapon Combat Options

Whenever the combatants have closed to the range of their hands, feet, or hand weapons, they are considered at weapon range. The 'to hit roll' of this type of attack is reduced by 50%

of the targets MS (if unarmed) or WS (if armed), unless the target is unaware. They have the following options.

Description	Hit Bonus	Dmg. Mod.
Attack: The combatant uses a hand weapon to take a swing at the opponent, receiving the following bonuses; no bonus to hit, opponent parries normal, and damage equal to ((ST/10)d10) plus weapon damage. The skill test is made against the combatants Weapon Skill, and hit locations resolved on the Hand Weapon to hit Chart.		
Bash: The combatant uses a hand weapon, shield or other hand held object, to push directly against the opponent, receiving the following bonuses; +10 to hit, opponent parries at -10, and does no damage other than knocking the opponent to the ground. The fallen opponent must use his next attack to stand, and will parry at -30 while down, while an attacker receives +20 to hit. The skill test is made against the combatants Weapon Skill, and hit locations resolved on the Hand Weapon to hit Chart.		
Chop: The combatant uses a hand weapon to strike overhand at the opponent, receiving the following bonuses; no bonus to hit, opponent parries at -10, and damage equal to ((ST/8)d10) plus weapon damage. The skill test is made against the combatants Weapon Skill, and hit locations resolved on the Hand Weapon to hit Chart.		
Job: The combatant uses a hand weapon to thrust directly point first at the opponent, receiving the following bonuses; +10 to hit, opponent parries at -10, and damage equal to ((ST/12)d10) plus weapon damage. The skill test is made against the combatants Weapon Skill, and hit locations resolved on the Hand Weapon to hit Chart.		
Sweep: The combatant uses a hand weapon, to strike at the legs of the opponent, receiving the following bonuses, +10 to hit, opponent parries normal, and damage equal to ((ST/12)d10) plus weapon damage. The sweep attack will also knock a opponent to the ground. The fallen opponent must use his next attack to stand, and will parry at -30 while down, while an attacker receives +20 to hit. The skill test is made against the combatants Weapon Skill, and hit locations resolved on the Feet Weapon to hit Chart.		
Bite: The combatant attempts to bite the opponent. Both combatants must be grappled to perform this attack if bipedal, or the victim must be unaware. Quadrupeds are free to attack this way. The skill test is made against the combatants Melee Skill modified by the conditions of the attack, as seen fit by the GM. Damage is equal to ((ST/10)d10) plus any damage that race may have for bite attacks.		
Elbow: The combatant attempts to strike the opponent with his elbow. The skill test is made against the combatants Melee Skill modified by the conditions of the attack, as seen fit by the GM. Damage is equal to ((ST/10)d10). The attacker must have a fist to attack in this fashion.		
Grapple: The combatant attempts to grapple the opponent and lock them into solo combat. The combatant attempts to kneel the opponent. The skill test is made against the combatants Melee Skill modified by the conditions of the attack, as seen fit by the GM. If the test is successful, then the combatants are grappled, and any further blows are done with +10 to hit, and all attacks gain 25% to their damage totals. A grapple can be broken with a successful strength test against the opponents strength. Both characters roll, and if the escapee succeeds by more than the opponent, then they break free.		
Kick: The combatant attempts to kick the opponent. The skill test is made against the combatants Melee Skill modified by the conditions of the attack, as seen fit by the GM. Damage is equal to ((ST/10)d10). If the character is skilled in martial arts, then those bonuses count to.		
Knee: The combatant attempts to knee the opponent. The skill test is made against the combatants Melee Skill modified by the conditions of the attack, as seen fit by the GM. Damage is equal to ((ST/10)d10).		
Punch: The combatant attempts to strike the opponent with his fist. The skill test is made against the combatants Melee Skill modified by the conditions of the attack, as seen fit by the GM. Damage is equal to ((ST/10)d10). The attacker must have a fist to attack in this fashion.		

Attack

The combatant uses a hand weapon to take a swing at the opponent, receiving the following bonuses; no bonus to hit, opponent parries normal, and damage equal to ((ST/10)d10) plus

weapon damage. The skill test is made against the combatants Weapon Skill, and hit locations resolved on the Hand Weapon to hit Chart.

Bash

The combatant uses a hand weapon, shield or other hand held object, to push directly against the opponent, receiving the following bonuses; +10 to hit, opponent parries at -10, and does no damage other than knocking the opponent to the ground. The

fallen opponent must use his next attack to stand, and will parry at -30 while down, while an attacker receives +20 to hit. The skill test is made against the combatants Weapon Skill, and hit locations resolved on the Hand Weapon to hit Chart.

Chop

The combatant uses a hand weapon to strike overhand at the opponent, receiving the following bonuses; no bonus to hit, opponent parries at -10, and damage equal to ((ST/8)d10) plus

weapon damage. The skill test is made against the combatants Weapon Skill, and hit locations resolved on the Hand Weapon to hit Chart.

Jab

The combatant uses a hand weapon to thrust directly point first at the opponent, receiving the following bonuses; +10 to hit, opponent parries at -10, and damage equal to ((ST/12)d10) plus

weapon damage. The skill test is made against the combatants Weapon Skill, and hit locations resolved on the Hand Weapon to hit Chart.

Sweep

The combatant uses a hand weapon, to strike at the legs of the opponent, receiving the following bonuses, +10 to hit, opponent parries normal, and damage equal to ((ST/12)d10) plus weapon damage. The sweep attack will also knock a opponent to the

ground. The fallen opponent must use his next attack to stand, and will parry at -30 while down, while an attacker receives +20 to hit. The skill test is made against the combatants Weapon Skill, and hit locations resolved on the Feet Weapon to hit Chart.

Bite

The combatant attempts to bite the opponent. Both combatants must be grappled to perform this attack if bipedal, or the victim must be unaware. Quadrupeds are free to attack this way. The skill test is made against the combatants Melee Skill modified

by the conditions of the attack, as seen fit by the GM. Damage is equal to ((ST/10)d10) plus any damage that race may have for bite attacks.

Elbow

The combatant attempts to strike the opponent with his elbow. The skill test is made against the combatants Melee Skill modified by the conditions of the attack, as seen fit by the GM.

Damage is equal to $((ST/10)d10)$. The attacker must have a fist to attack in this fashion.

Grapple

The combatant attempts to grapple the opponent and lock them into solo combat. The combatant attempts to knee the opponent. The skill test is made against the combatants Melee Skill modified by the conditions of the attack, as seen fit by the GM. If the test is successful, then the combatants are grappled, and

any further blows are done with +10 to hit, and all attacks gain 25% to their damage totals. A grapple can be broken with a successful strength test against the opponents strength. Both characters roll, and if the escapee succeeds by more than the opponent, then they break free.

Kick

The combatant attempts to kick the opponent. The skill test is made against the combatants Melee Skill modified by the conditions of the attack, as seen fit by the GM. Damage is equal

to $((ST/10)d10)$. If the character is skilled in martial arts, then those bonuses count to.

Knee

The combatant attempts to knee the opponent. The skill test is made against the combatants Melee Skill modified by the

conditions of the attack, as seen fit by the GM. Damage is equal to $((ST/10)d10)$.

Punch

The combatant attempts to strike the opponent with his fist. The skill test is made against the combatants Melee Skill modified by the conditions of the attack, as seen fit by the GM. Damage is equal to $((ST/10)d10)$. The attacker must have a fist to attack in this fashion.

Martial Arts Skill

A character using the martial arts skill, has been trained in both hand to hand and hand weapon combat. For each level of the martial art skill, the character receives a +5% bonus to hit when

using Melee Skill or Weapon Skill. In addition each level adds a single d10 bonus to damage. Upon reaching 5th level the character gains the ability to strike to stun. The character rolls twice for every hit. If they have two successes the target is stunned. A martial arts attack is usually a combination of the above attacks in quick succession that has been combined for simplicity sake into fewer rolls. A character with the martial arts skill also reduces each successful strike's damage against them by 5 points per skill level against other melee or hand weapons strikes.

Defenses

Defending Against Melee & Weapon Strikes

Parrying: Any combatant that has been struck may attempt to parry or block a blow, before damage has been resolved. This can only be done in hand to hand or melee. The defender has to make a successful roll of whatever he is attempting to parry with. If this is a hand weapon then he would roll under his Weapon Skill, if he was fighting with only his fists then he would roll under his Melee Skill. This poses the problem of what happens when someone tries to parry a hand weapon with their fists. It is not a brilliant idea to grab a sword being swung at you, however you could grab the hand that swings the sword, so you can parry a blow this way. A successful parry means that no damage was taken to the combatant. A failure means that you have been disarmed. A critical failure of 00 through 96 results in the parry weapon being broken. If this is a fist, then the damage is taken to that limb, and resolved normally.

Dodging: Any combatant that has been struck with a ranged weapon or close quarter strike, and has a chance of seeing that the blow is coming, can attempt to dodge, duck or jump it, by making a successful test against Dexterity. If the ranged weapon is an energy weapon they face a -40% penalty. If the weapon was a ballistic weapon they face a -30% penalty. If the weapon was thrown they face a -20% penalty. Note this is always at the GM's discretion. A successful dodge means that no damage was taken to the combatant. A critical success roll of 01 through 05 allows them to completely dodge the attack. A critical failure of a attempted parry of 00 through 96 means that their dodge has created a worse situation.

Defending against Ranged Strikes

If the character has decided to take cover prior to being struck, that cover may absorb some of the damage before it strikes the character. The GM must decide whether there is suitable cover. Typically someone that is under or behind cover cannot be attacked; however cover may be destroyed by enemy fire.

Defensive Strength	Description
10	Shrubbery, thickets, fields
20	Small trees, wood paneling
30	Wooden Furniture
40	Thin metals
50	Sturdy Wooden Items, such as doors, tables
60	Reinforced Wooden Items
80	Reinforced Wooden Doors

Defensive Strength	Description
100	Simple Metal Structures (arcade games, vending machines)
200	Standard Construction Walls (walls of non-military buildings)
300	Unarmored Vehicles (civilian vehicles)
400	Standard Construction Doors (doors of non-military buildings)
500	Plasti-Crete Structures (such as street tiles, house foundations)
600	Military Building Walls
800	Military Building Doors
1000	Space Vessel Walls
1200	Space Vessel Doors

Damage Resolution

If the combatant is still receiving damage after the either of the above actions, then damage must be calculated against that character. Damage passes through the following defenses of the character before finally reaching the combatant themselves;

Cover, Force Field, Screens, Shields, Armor, and finally the combatant themselves. Most times many of these defenses will not be available.

Fields and Screens

Fields and screens are both energy fields that project beyond the user that dampen damage before it reaches the wearer. Due to the energy consumption of fields and screens, they are considered to be off, unless specified by the wearer. Turning on either takes one attack, and is effective immediately.

Force Fields: Force Fields absorb all damage inflicted upon the character up to their strength. Force Fields regain strength up to the amount of their generator. A field that has been reduced to zero, has been fried out, and needs to be repaired.

For example Gunna Fubar has a force field that can withstand 500 points of damage, and has been dealt a blow that does 980 point of damage. We subtract 500 from 980 and have 480 points of damage left for his other defenses.

Screens

Screens: Screens are built to help with one specific type of attack. Only one type can be worn at a time. They can reduce the damage that hits them by up to 50% depending upon the rating of the screen. Two screens are very common, the kinetic screen, and the gauss screen.

The Kinetic screen works on physical forces in the general area of the character, by turning the energy directed at the character back onto itself.

The Gauss screen works on electromagnetic forces, heat attacks, and most forms of energy. Tiny energy absorbing particles spin around the character each absorbing a minute amount of the energy from the attack.

For example a Gunna Fubar has a Kinetic screen, and has been dealt a blow that does 480 points of damage. The Kinetic screen

reduces this amount of damage by half, leaving 240 points of damage for his remaining defenses.

Armor and Shields

Armor and have two main statistics; Defense, and Armor Points. Defense represents the ability to defend against attacks. It is represented in a number, which shows the amount of damage that can be absorbed by the armor with it being affected. Defense points are not depleted.

Armor Points represent the amount of damage that the armor can absorb before it has been compromised. Armor points are depleted as they absorb damage. When armor points are depleted, the armor still bestows the protection of the defense points, however additional damage will simply pass through it.

If both a shield and armor are worn, the shield will be affected first, if the wearer was facing the blow and expecting it. If the character was unaware of the impending strike they will not have it ready and it will not be able to be used. Also armor may not cover every body location, so it may not be affective against an attack at all.

Power armor and mecha will also have a statistics called body. This is an amount of damage the actual mechanical, life support, and electronics can take before it becomes useless. In these types of armors the body must be depleted before the user is damaged.

For example a set of armor that has a defense of 200 and 1200 armor points, and is dealt 1000 points in damage. The 200 points is negated and 800 points go against the armor points. If the armor points had been depleted the extra damage would go against the wearer.

Hit Locations

These charts are used to determine where a successful attack hits. The normal attack table has three different systems listed. Depending on the level of complexity that the GM wishes to put into the game's combat, they can chose the basic system, the advanced system, or the the elite critical hit system.

The basic system has only 4 different hit locations, and is resolved with one die. All armor is listed with values for the basic and advanced and their respective coverage. The advanced chart has breaks each of these 4 locations into numerous more. Armor may not cover all of these locations. To resolve roll two dice simultaneously with a normal d100 roll. If the attacker score a critical success or if the character an extremely heavy hit, the GM may allow an additional d10 roll to further resolve the attack to a very specific body location.

When attacking with either the hands, head weapons, or feet additional tables follow, so that the hit location is not so random.

The GM may also elect that certain body locations are more critical than others when being damaged. The number next to the body location represents the multiplier to both damage and bleed factor for when that area is wounded.

Disarming: Any strike to an opponent's hand that results in damage is considered a disarming blow. The weapon is dropped and must be recovered before being used again.

Melee & Weapon Attack Hit Location Charts

Hand Attack to Hit Table		
Roll	Hit Location	Damage Mod
01-05	Head	*5
06-20	Face	*5
21-30	Neck	*4
31-40	L. Torso	*5
41-50	C. Torso	*4
51-60	R. Torso	*3
61-70	R. Arm	*2
71-80	Abdomen	*3
81-90	L. Arm	*2
91-00	Groin	*3

Feet Attack to Hit Table		
Roll	Feet Attack	Damage Mod
01-14	R. Foot	*1
15-28	L. Foot	*1
29-42	L. Leg	*1
43-56	R. Leg	*1
57-70	R. Thigh	*1
71-84	L. Thigh	*1
85-00	Groin	*3

Ranged Attack Hit Location Chart

Basic One Die	Basic Hit LocationS	Advanced Second Die	Advanced Hit Locations	Critical Hit Third Die	Critical Hit Locations			
0	Head (x3)	0 - 3	Head (x5)	0 - 1	Forehead			
				2 - 3	Front Skull			
				4 - 5	Right Ear			
				6 - 7	Left Ear			
				8 - 9	Rear Skull			
				4 - 7	Face (x4)	0	0	Right Eye
							1	Left Eye
							2 - 3	Nose
							4 - 6	Cheek (either)
							7 - 8	Mouth / Teeth
							9	Chin
				1 - 4	Body (x2)	0 - 1	Left Torso (x5)	0 - 4
5 - 9	Throat							
0 - 2	Heart							
3 - 4	Left Lung							
5 - 9	Left Ribs							
2 - 4	Center Torso (x4)	0 - 6	0 - 6					Solar Plexus
			7 - 9					Spine
			0 - 1					Right Lung
			2 - 9					Ribs
			7 - 8					Kidneys
			9					Liver
5 - 6	Arms (x1)	0 - 1	Right Upper Arm or dominant (x2)					0 - 9
				0 - 9	Groin			
				0 - 1	Right Shoulder			
				3 - 6	Right Bicep			
				7 - 9	Right Tricep			
				2 - 3	Left Upper or opposing (x2)	0 - 1	0 - 1	Left Shoulder
							3 - 6	Left Bicep
							7 - 9	Left Tricep
							0 - 3	Right Elbow
							4 - 9	Right Forearm
							0 - 3	Left Elbow
				7 - 9	Legs (x1)	0 - 1	Right Upper Leg (x2)	4 - 9
0 - 1	Right Wrist							
3 - 6	Right Palm							
7 - 9	Right Fingers							
0 - 1	Left Wrist							
3 - 6	Left Palm							
7 - 9	Left Fingers							
0 - 4	Right Hip							
5 - 9	Right Thigh							
2 - 3	Left Upper Leg (x2)	0 - 4	0 - 4					Left Hip
			5 - 9					Left Thigh
			0 - 4					Right Knee
			5 - 9	Right Shin				
			0 - 4	Left Knee				
			5 - 9	Left Shin				
4 - 5	Right Lower Leg (x1)	0 - 4	0 - 4	Right Ankle				
			5 - 9	Right Foot				
			0 - 4	Left Ankle				
			5 - 9	Left Foot				
			0 - 4	Right Ankle				
			5 - 9	Right Foot				
6 - 7	Left Lower Leg (x1)	0 - 4	0 - 4	Left Ankle				
			5 - 9	Left Foot				
			0 - 4	Right Ankle				
			5 - 9	Right Foot				
			0 - 4	Left Ankle				
			5 - 9	Left Foot				
8	Right Foot (x1)	0 - 4	0 - 4	Right Ankle				
			5 - 9	Right Foot				
			0 - 4	Left Ankle				
			5 - 9	Left Foot				
			0 - 4	Right Ankle				
			5 - 9	Right Foot				
9	Left Foot (x1)	0 - 4	0 - 4	Left Ankle				
			5 - 9	Left Foot				
			0 - 4	Right Ankle				
			5 - 9	Right Foot				
			0 - 4	Left Ankle				
			5 - 9	Left Foot				

Damage

Taking Damage

Any remaining damage that has passed through the other defenses ultimately hits the target. When a person receives damage he has two scales of damage capacity.

The first is called Toughness (TN). This is a general resistance to damage, and the ability to take some punishment. A person can have most of their toughness depleted and still be in the action pretty much unimpaired. When the TN is depleted the character will be knocked out. Toughness can be regained by resting.

The second is called Wounds (WN). This is the amount of damage that the body can take before it dies. When the WN is depleted the character will be dead. If they have taken enough

damage to be at negative their original wounds they are gone forever. Wounds can only be restored by receiving medical aid.

Using the to hit chart, there is a column marked damage modifier. This represents how detrimental to one's health this area is to be damaged. Multiply any damage that has penetrated to the character by this number. This new number is applied against the combatants Toughness. If there is any remaining damage this is then applied to the characters Wounds. See Health chapter for additional details.

For example a strike hits a character with no armor for 80 points to the head. The calculation results in 400 points of damage to be applied against the characters toughness and then wounds.

Health Chart

Toughness Remaining	Wounds Remaining	Health Remaining	Restrictions Healing Requirements
100%	100%	100%	Character is in perfect shape.
< 100 % > 50%	100%	100%	Character is in good shape.
< 50% > 00%	100%	100%	Wounded, Flee Advised.
0%	< 100% > 50%	100%	Character is Unconscious.
0%	< 50% > 00%	100%	Character is Seriously Wounded and Unconscious. Character needs Medic skill.
0%	0%	< 100% > 50%	Character is Critically Wounded and Comatose. Character needs Doctor skill.
0%	0%	< 50% > 00%	Character is Mortally Wounded and Comatose. Character needs Surgery skill.
0%	0%	<= 0%	Character is Dead. Character needs Resuscitation skill.

Toughness

Unconsciousness: Any character that has lost all of their TN will drop unconscious, regardless of whether it was one or multiple blows. A Character that is unconscious will awaken in d10 minutes unaided. A character may attempt fight from falling unconscious with a successful CL skill check every other round until they are healed.

Stun: Any character that receives damage equal to or greater than half his TN, to the head or body, in a single blow, will drop to the ground stunned. For example Gunna Fubar has TN 100, WN 100. After receiving a fist to the head that does 50 points of damage, he is stunned. A stunned character cannot do anything on their following action.

Knock Out: Any character that has been stunned two or more consecutive rounds, is knocked out. Any character that has all of their TN depleted will also be knocked out, regardless of hit location.

Healing Toughness: Toughness can be healed through simple rest. While resting TN is regained at a rate of one tenth the characters HL per hour. Typically all TN can be regained from one or two days of decent sleep. If one is active, then this number is halved. If the character is still engaged in combat then this rate is one quarter.

Wounds

Comatose: Any character that is done to 10% or less of their original WN goes into a coma. A character that is comatose is similar to being unconscious except that they cannot be revived until they have healed.

Maiming: Whenever a character is injured, and is dealt a blow that more than 100% of their original Toughness, the limb or appendage that was hit in that blow, has been severed from the body, destroyed, the character is left unconscious and bleeding is doubled. If that body part was the head, or any torso section they are history, and nothing will save that character, as this is a critical hit, they are struck dead.

Healing Wounds: Wounds cannot be healed without medical attention. If a character has reached negative original wounds, they are gone forever. Everything else is recoverable. If the character has less than half of their WN, then the surgery skill is used to get them to half WN. They will need at least 24 hours of recovery after this, during which they will still be unconscious. At half WN, the medic skill can be used to get them to full wounds. They will conscious at this point, but will still be bed ridden and very weak. If the character moves tries to be very active they will have to fight going unconscious as described above. This will also double or even triple the amount of time for them to completely regain all of their wounds.

Health

Death: Any character that has depleted all of their HL is dead. They can still be revived until they have reached negative their original HL score, or 10 minutes have gone by. After this they are completely gone.

Resuscitation: Before resuscitation begins, it is necessary to stop any bleeding the character may have. This will keep them from reaching negative original wounds. If the character is dead

(0 WN or less), use the resuscitation skill on them. Only three back to back attempts can be done. If all three fail the character is permanently gone. The rescuers can give up after two and place the character in a stasis tube. (See Section Below) Once successfully resuscitated the character is alive with 1 WN point. Any character that has been dead longer than 10 minutes is permanently gone.

Healing

Stasis Tubes & Stasis Fields: Stasis Tubes and Fields are medical devices that allow a deceased (within 10 minutes) or badly injured character to be literally frozen in time, until they can reach the medical help they need. A stasis device is very similar to the archaic hypersleep chambers once used for space travel. When they are around, and when there are no experienced medics, surgeons, or robo-docs this is the way to go. Any decent medical facility with tech level 5 or higher, will have at least one of these devices. Often higher tech level vehicles and vessels will also have at least one stasis field. A stasis tube is a large mechanical device that the character is placed in. A stasis tube can sustain someone indefinitely. A stasis field is a small projector that is placed on the character and activated, and lasts for 24 hours. If the character is being a monitored a second device can be activated, and therefore sustain someone indefinitely as well.

Medical Bays: Any decent facility, starship, or large vehicle will most likely be equipped with a medical bay. A medical bay is a minimum of tech level 5, and if part of the Empire will be automatically level 7. Any medical bay will double the effectiveness of the Medic Skill, and have either a NPC or robot doc with medic, surgery, and resuscitation skills equal to the tech level. All medical bays of the Empire have either a NPC or

robot doc with those skills at a minimum of 15 levels each. A typical medical bay will have one stasis tube for every 20 people on board. They will also have enough stasis fields for everyone. A robot doc is any automated robotic equipment that is equal to a NPC with the same skills.

Bleeding: When a character is injured, there is often more than the initial damage. Many wounds cause bleeding. A character will continue to bleed that amount every round until the wound is dealt with. This bleed damage is first taken from TN, and then WN. Bleeding can result in the character's death. Bleeding can stop automatically, if it is less than 1/10th of the character's Health (HL) score. In this case, every round afterward the first will bleed one less point until it stops. If it is bleeding more than this the character must receive medical attention to stop it.

For example a human has a bleed factor of 4. One tenth of his HL is 5. He will bleed 4 on the first round, 3 on the second, 2 on the third, 1 on the fourth and 0 on the fifth.

A character that has died will continue to bleed until they reach negative original WN. This represents the oxygen deprivation from not having a pulse.

Anyone with the Medical skill can attempt to treat bleed factors up to the rating of their skill. Higher bleed factors are beyond their abilities. Every success reduces the bleeding by 1/10th of the character's original TN. Anyone with the Surgery skill can bleeding of any severity. Every success reduces the bleeding by 1/5th of the character's original TN.

Death Plans: If you have made no arrangements. Then your body is donated to the Body Banks, and the rest cremated. All possessions go to the state. It is good to prepare death plans and a will so that your possessions are given to the needy such as other party members.

Healthcare Costs: If you are within the core worlds of the Empire, you are in luck, all healthcare costs are covered by

them. The colonies are typical at the whim of the local MegaCorporation. If you are in Cosquetta territory, and they like you, the same is true, if however they don't like you, they will probably let you die. If they don't know you, they will save your life, but won't pay for any non-vital replacement parts. If you are in other parts of the Galaxy, or if you are not on a Empire controlled world, treatment can be free, or as expensive as life debts, and or indebted slavery. In the fringe worlds, you may do best to have your own medic with you.

Hospitals: Hospitals are similar to Medical Bays but they are found within any permanent or fully settled civilization or city. Unless they are of the Empire or otherwise stated they act as a medical bay. If they are of the Empire, skills will be at 25, and there will be twice as much equipment.

Hospital Costs

Name	Effect/Qualities	Cost
Resuscitation Skill	Each attempt	1000
Surgery Skill	Each attempt	3000
Medic Skill	Each attempt	1000
Emergency Room Visit	Each visit regardless of skills used.	500
Hospital Bed	Per day charge, however the grub is free too.	500
Platinum Health Coverage Plan	Complete cloning or body bank replacement for any lost body part or organ, anywhere in the core worlds of the Empire.	10,000
Gold Health Coverage Plan	Synthetic but realistic looking replacement body part and organs, anywhere in the core worlds of the Empire.	8,000
Silver Health Coverage Plan	Mechanical but fully functional replacement body part and organs, anywhere in the core worlds of the Empire.	6,000
Standard Health Coverage Plan	Will save your life and treat you fully, but won't replace any lost limbs or non-vital organs, anywhere in the core worlds of the Empire	0 for citizens
Death Insurance	Per Year Charge to cover planting you in the ground someplace with a decent casket. Better than making your friends pay for it, god knows what they will do with you.	5,000

Untrained Medical Equipment

Name	Tech Level	Effect/Qualities	Wt.	Pwr.	Cost
Spray Skin	4	Spray over a bleeder, and it will instantly stop the bleeding up to bleed factor 5. Can be used 5 times.	N/A	N/A	15
Dermal Patch	4	Slaps on over a bleeder, and it will instantly stop the bleeding up to bleed factor 10. Single Use.	N/A	N/A	5
Suture Stapler	4	Used to staple close wounds, and it will instantly stop the bleeding up to bleed factor 15. Can be used 5 times	N/A	N/A	15
Pneumatic Hypo	4	Drug Injector using forced air to break the skin.	N/A	N/A	100
Stasis Field Tube	5	Anyone inside is placed into suspended animation, typically used in life threatening situations. One cannot escape a stasis field generator, someone needs to operate it from the outside to deactivate.	500lbs	3 per turn	150K
Stasis Field Generator	5	A small portable device that extends a field around the injured in the matter of a stasis field tube. Once activated only someone outside can turn off. The power cells will operate the unit for 24 hours.	15lbs	4 per turn	50K

Medical Equipment

Name	Tech Level	Effect/Qualities	Wt.	Pwr.	Cost
First Aid Kit	3	A portable kit containing simple medical tools, and equipment that allows one to practice the medic skill with a +10% bonus.	2	N/A	25
Medical Kit	4	A larger portable kit containing medical tools, and equipment that allows one to practice the medic, or surgery skill with a +20% bonus.	5	N/A	75
Medical Robot	5	A small easily portable robot that performs the medic skill at 65%.	15lbs	N/A	20K
Auto Doc	5	A portable robot that performs the medic skill at 85%, and the surgery skill at 65%.	25lbs	N/A	100K
Medical Analyzer	5	A portable medical device that diagnoses a patients injuries.	N/A	N/A	250
Antidote Patch	5	A patch that is applied to someone poisoned by drugs, toxins, or poisons. Gives a +35% modifier to Health checks.	N/A	N/A	15
Stimulate Patch	5	A patch that is applied to someone unconscious, or comatose to awaken them instantly.	N/A	N/A	15
Tranquilize Patch	5	A patch that will knock out the wearer. If used against will that person faces a -35% modifier to their save.	N/A	N/A	15
Painkiller Patch	5	A patch that allows the user to ignore the pain from injury. If used in combat allows the user to fight until death at -100% WN.	N/A	N/A	15
Trauma Patch	5	A patch that allows the user to ignore the pain from injury, and will stop a bleed factor up to 20. If used in combat allows the user to fight until death at -100% WN.	N/A	N/A	30
Heal Sleep Patch	5	A patch that puts the user to sleep for 24 hours, during which they heal at double normal rate.	N/A	N/A	30